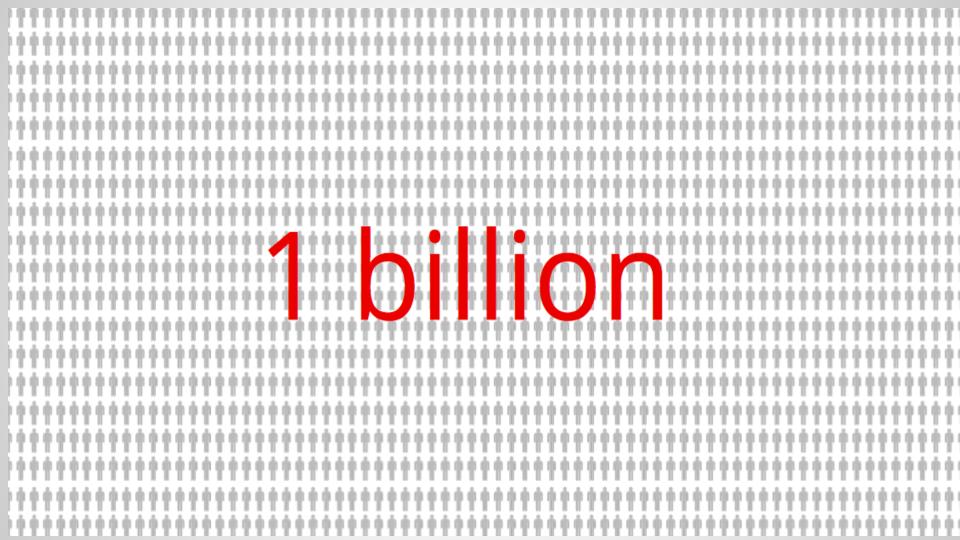


## How to use YouTube platform for live events

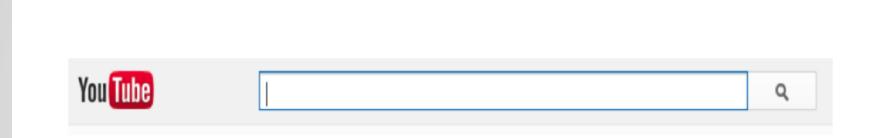
Streaming Media West, November 2013



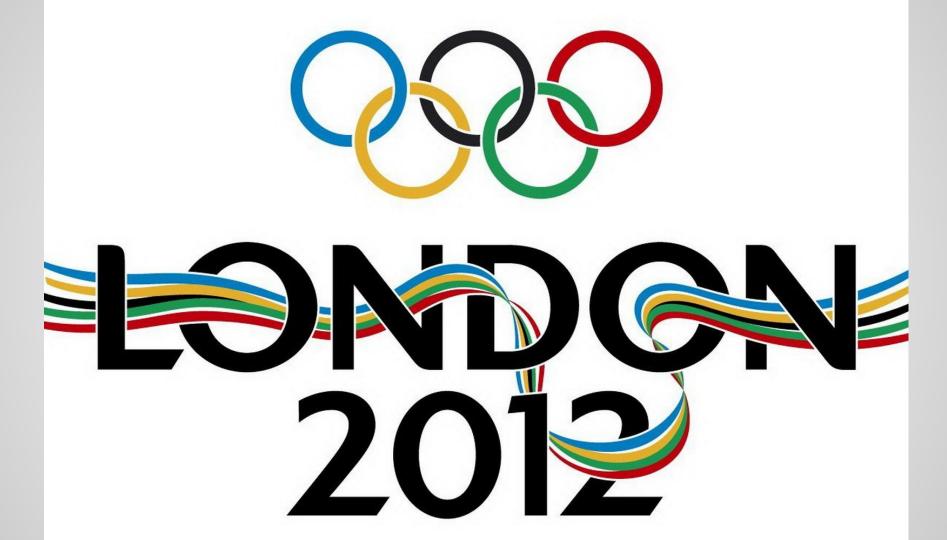




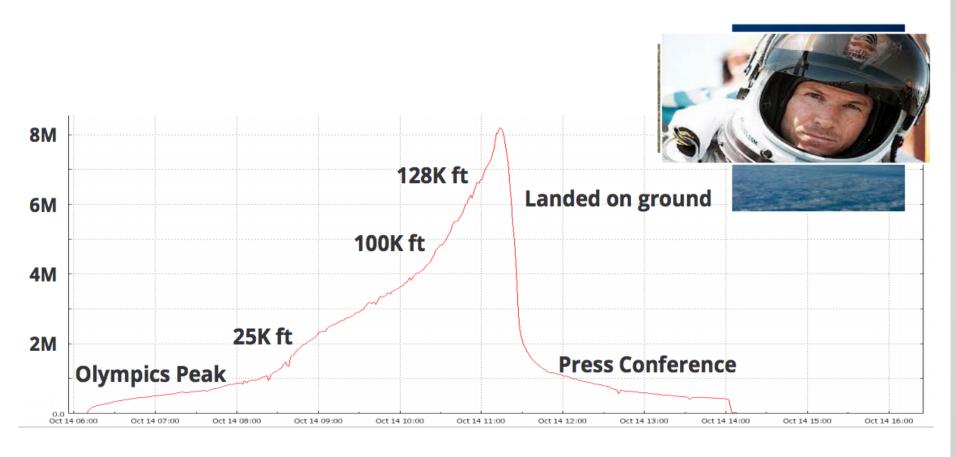
# 











**52M playbacks**; **8.2M** peak concurrent













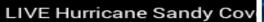
















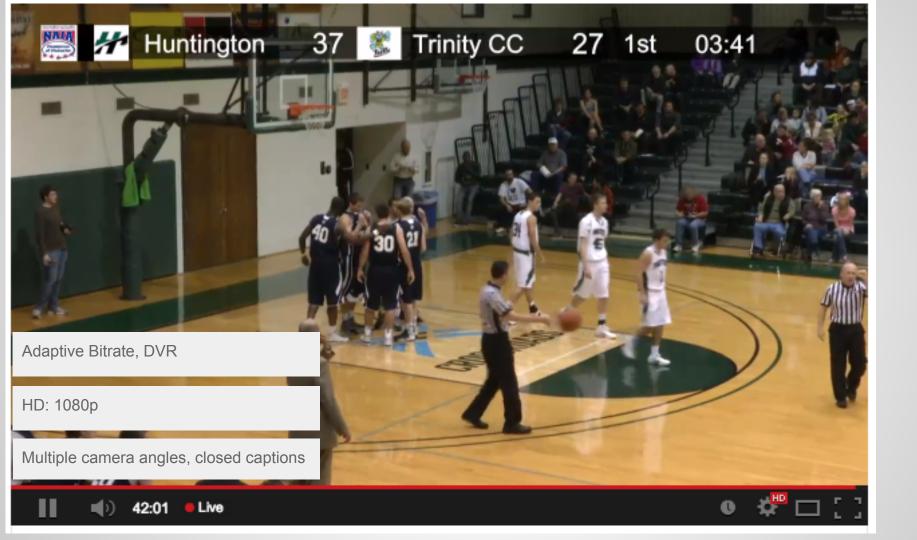




#### SCALE



#### QUALITY



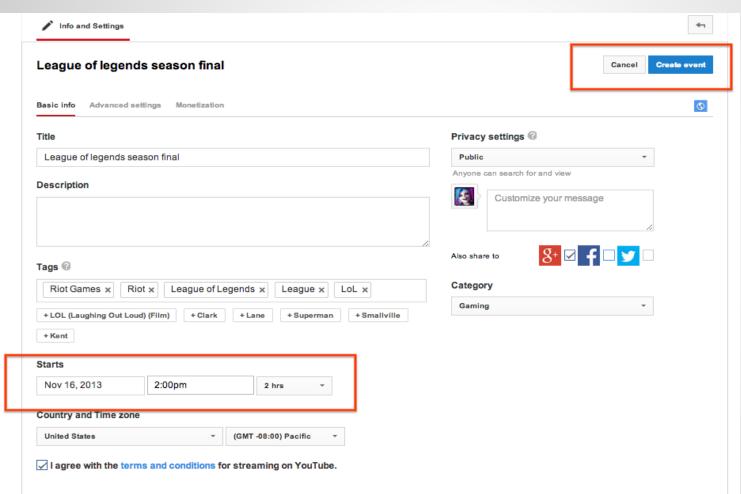
### FOR EVERYONE

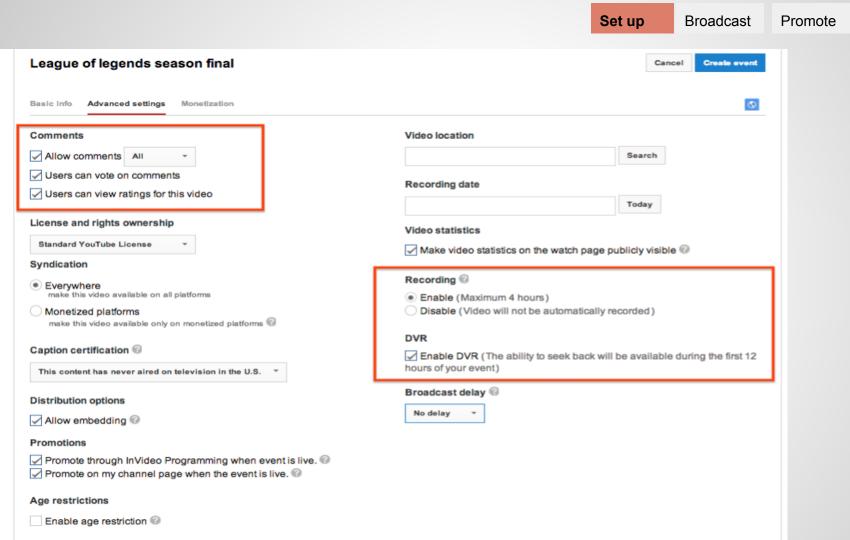


#### SIMPLE YET POWERFUL









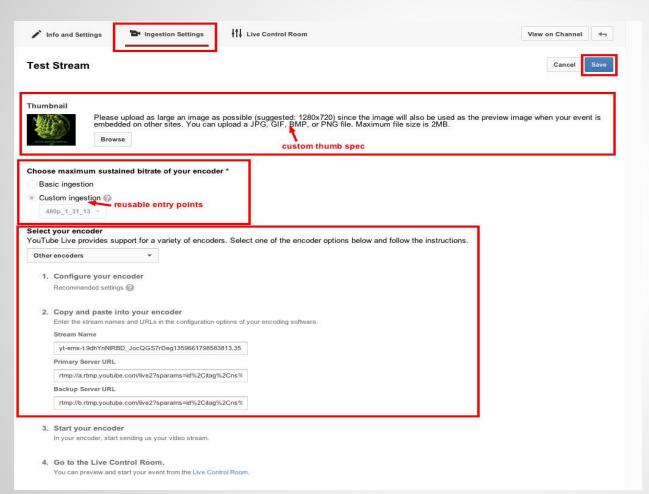
Measure



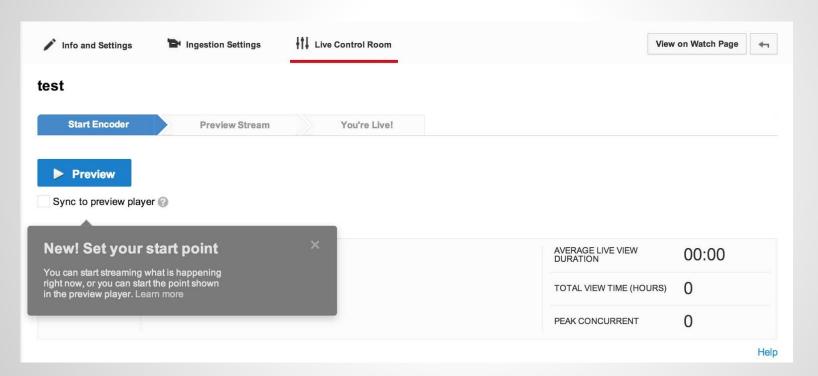
Broadcast

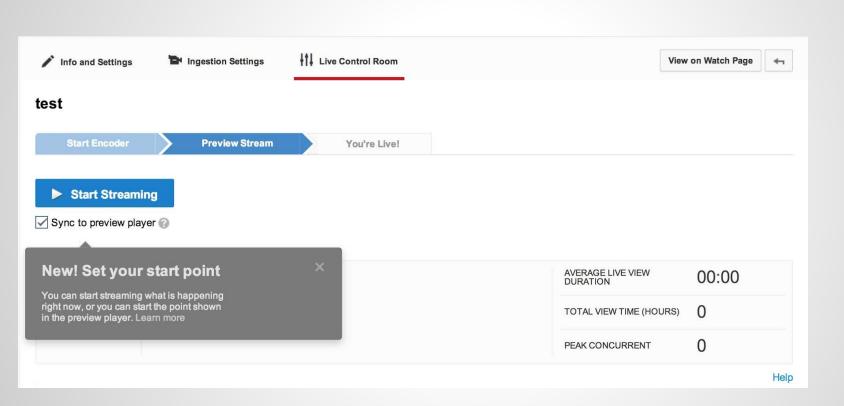
Promote

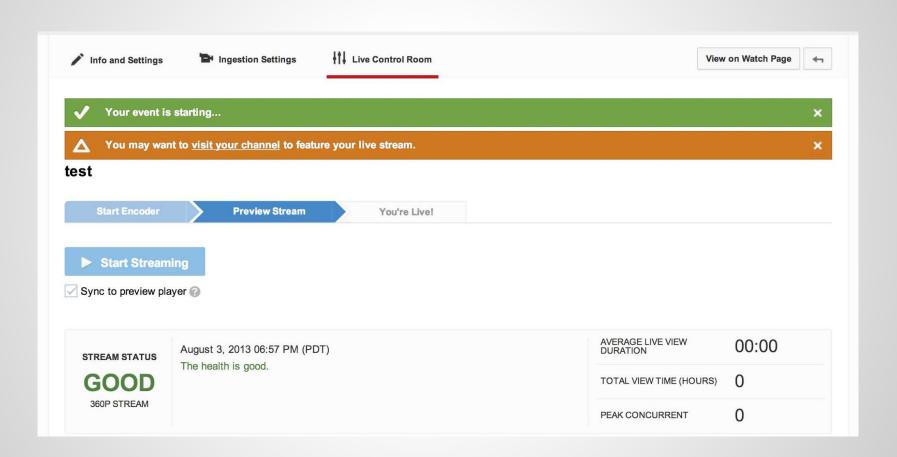
Measure



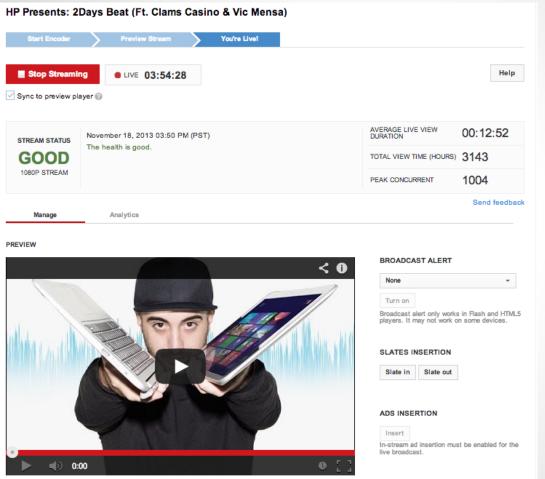
When Ingestion settings are complete and the primary and backup encoders are running, proceed to the Live Control Room.

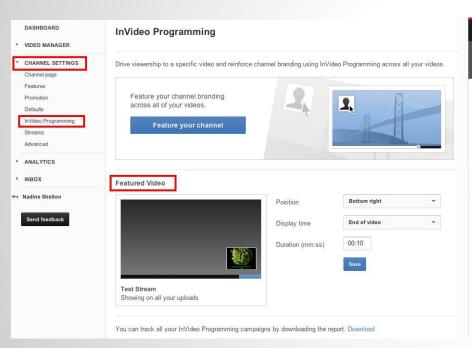


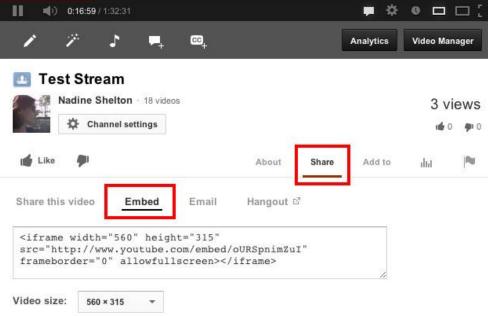




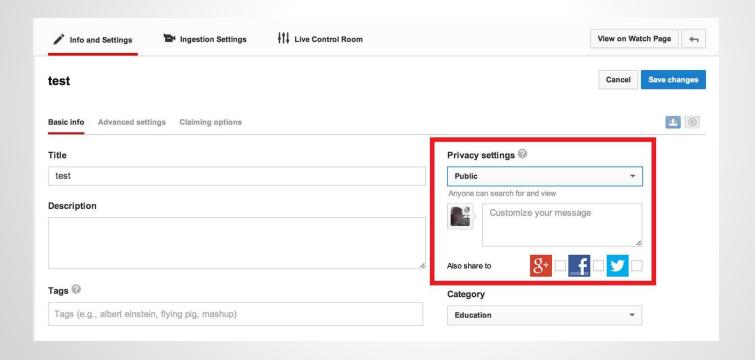


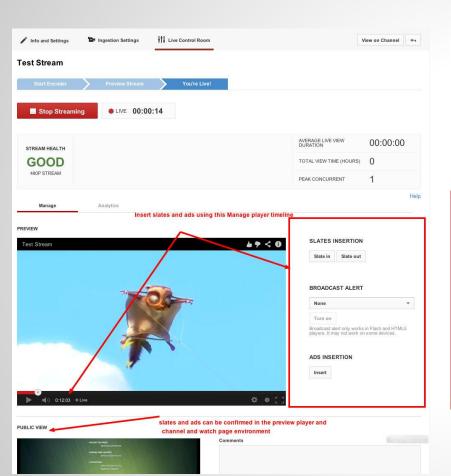


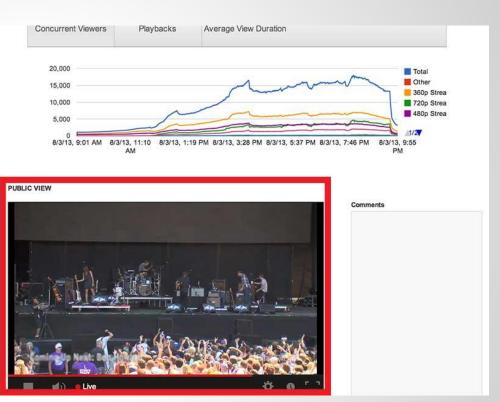


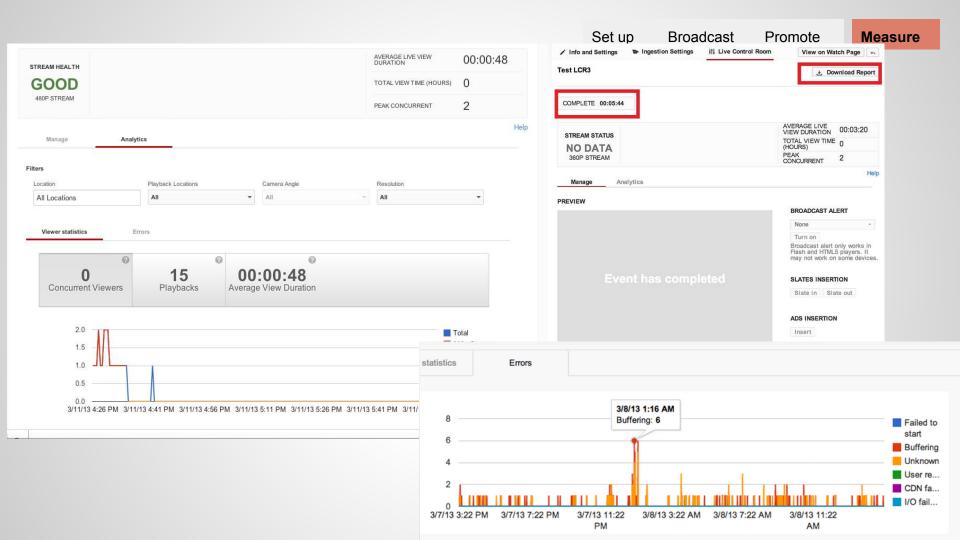


#### <u>Custom Posts</u> will be distributed if the event is set to Public when it goes live.









# **APIs**

## **API Concepts**

### **Broadcast**



Event metadata

### **Stream**



 Reusable ingestion points with streaming settings.

## Cuepoint



Only available to YouTube content partners.

▶ Built on Partner API

## **API Interaction**

### **Broadcast**



insert()

bind()

### **Stream**



Cuepoint





## More documentation

https://developers.google.com/youtube/v3/live - new v3 APIs

#### YouTube Live Streaming API - Life of a Broadcast

#### Contents

Introduction

Resources and resource types

Creating and managing a live broadcast

Set up your broadcast

Claim your content

Test

**Broadcast** 

Conclude your broadcast

Create a reference

#### Introduction

This document walks you through the life of a live broadcast on YouTube that is created and managed using the YouTube Live Streaming API and the YouTube Content ID API.

#### Resources and resource types

As explained in the <u>getting started</u> guide, a resource is an individual data entity with a unique identifier. To create and manage live events on YouTube, you will use a number of different types of resources that are defined as part of either the <u>YouTube Data API</u> or the <u>YouTube Content ID API</u>. The resources listed under the **YouTube Live Streaming API** header are technically defined in those other APIs but are listed separately because they are only used for live broadcasts.

#### YouTube Live Streaming API resources

- liveBroadcast (part of the YouTube Data API)
- <u>liveStream</u> (part of the YouTube Data API)
- liveCuepoint (part of the YouTube Content ID API)

## Platforms publishing to YouTube





XSPLIT ELGATO



**TELESTREAM** 





